XBOX 360

The Elder Scrolls® V

SKYRIM™

Bethesda®

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

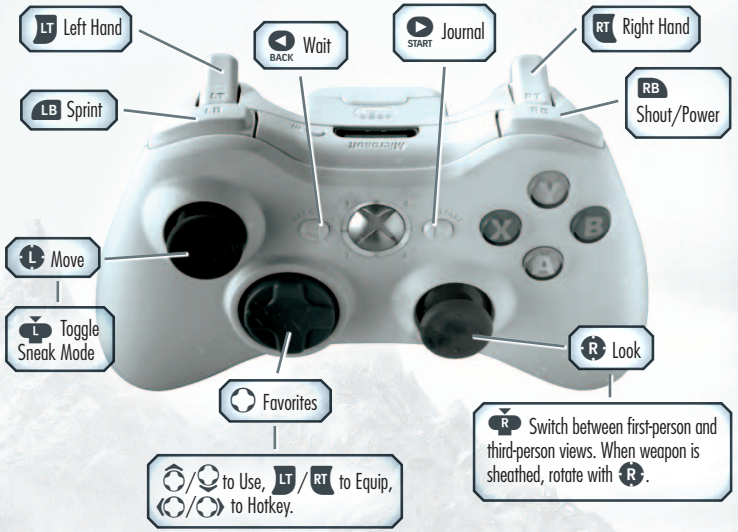
The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

TABLE OF CONTENTS

Gameplay Controls, Main Menu 2
The Game Screen 3
Compass, Character Menu 4
Skills, Increasing Your Skills And Leveling Up 5
Perks 6
Items Menu, Favorites 7
Magic Menu 8
Maps And Fast Travel 9
Journal 10
Dialogue, Bartering And Hirelings 11
Combat 13
Sneaking, Pickpocketing And Lockpicking 14
Crime And Punishment 15
Alchemy 16
Enchanting 17
Smithing 18
Smelting, Tanning And Cooking 19
Horses, Houses, Books And Containers 20
Xbox LIVE 21
Warranty Information, Technical And Customer Support 21

GAMEPLAY CONTROLS



A	Activate
B	Character Menu
X	Ready/Sheathe
Y	Jump

MAIN MENU

CONTINUE
Continue playing from your most recent saved game.

NEW
Begin a new game of Skyrim.

LOAD
Allows you to select from a list of previously saved games.

DOWNLOADABLE CONTENT
View any Downloadable Content you have obtained for Skyrim.

CREDITS
View the Skyrim credits.

THE GAME SCREEN

1. COMPASS
Shows direction, locations, and quest markers.

2. TARGET NAME
Name of the targeted character and its associated health bar.

3. CROSSHAIR
Helps you target objects and characters.

4. LEFT OR RIGHT HAND
Shows your active weapons or spells. Shields can only be equipped in your left hand.

5. FAVORITES
A list of the inventory items tagged as your favorites.

6. ARROW COUNT
When you have a bow equipped, the total number of arrows equipped.

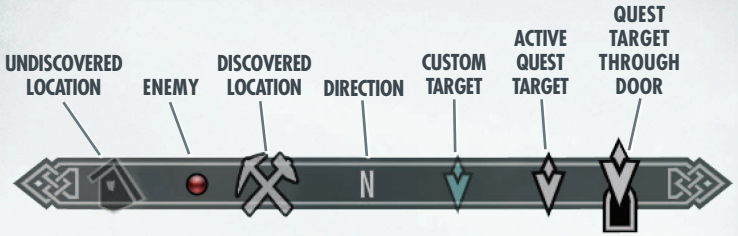
7. ENCHANTMENT CHARGE
Shows the remaining charge on an enchanted weapon.

8. MAGICKA
Casting spells uses Magicka. Magicka regenerates slowly over time; the regeneration rate can be increased by racial powers or enchanted items. Sleeping, waiting, or potions can also restore your Magicka.

9. HEALTH
The amount of damage you can take. Sleeping, waiting, potions, food or spells can restore your health.

10. STAMINA
Sprinting, power attacks, and bashes use Stamina. Stamina regenerates over time; racial powers and enchanted items can increase the rate it recovers. Sleeping, waiting, potions, food or spells can also help restore it.

COMPASS



Icons on the compass indicate nearby places of interests like dungeons, cities or farms. Quest Target markers indicate the direction of your active quest objective(s). The Custom Target marker indicates the direction of a custom target you have placed on the world map.

CHARACTER MENU

There are four main sections to your Character Menu: Magic, Skills, Items and Map.

Bring up the Character Menu by pressing B. Tap L or ◯ in any direction to select the corresponding menu, then tap again in the same direction to enter the menu; alternately, hold L or ◯ in any direction to quickly snap into a menu.

"Those who become Emperor and light the Dragonfires are surely Dragonborn - the proof is in the wearing of the Amulet and the lighting of the Fires. But were they Dragonborn and thus able to do these things - or was the doing the sign of the blessing of Akatosh descending upon them? All that we can say is that it is both, and neither - a divine mystery."

- Emelene Madrine, The Book of the Dragonborn

SKILLS

The Skills menu displays the constellations of your character's skills and Perks. Your character's name, level and race also appear.

SKILLS
You have 18 skills. Under each skill is a bar indicating how close you are to increasing that skill. The more you use that skill, the faster it will increase.

POSITIVE/NEGATIVE ATTRIBUTE MODIFIERS
Your Health, Magicka, and Stamina are displayed at the bottom of the screen. Values appearing in red are being negatively modified by spells, abilities, powers or other effects. Values in green are being positively modified.

LEVEL PROGRESS BAR
How close you are to raising your character's level.

INCREASING YOUR SKILLS AND LEVELING UP

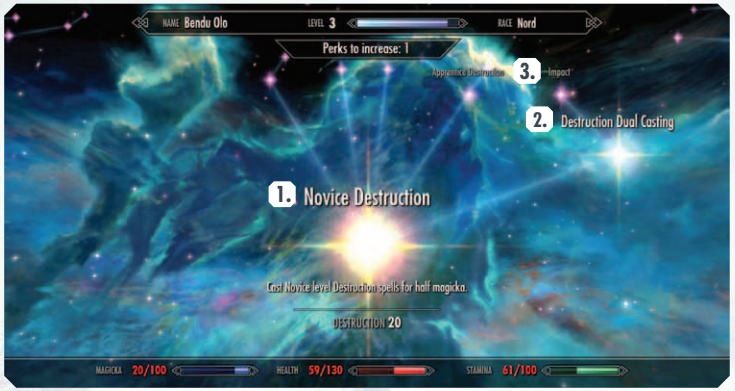
INCREASING SKILLS
There are three ways to increase a skill:

- Use a skill repeatedly. The lower the skill, the faster it increases from use. The higher the skill, the longer it takes to increase. You can see how far you are from increasing a skill by checking the bar in your Skills Menu.
- Train with another character. You can pay some characters to increase your skills.
- Find a Skill Book. Skill Books increase a particular skill when read.

RAISING YOUR LEVEL
To raise your level, increase any combination of your skills multiple times. Increasing higher value skills levels you up faster. You can check how far you are from raising your level by looking at the bar on your Skills Menu.

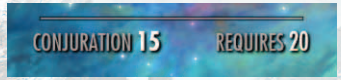
LEVELING UP
When you level up, you must choose whether to increase your Health, Magicka, or Stamina. You also gain one Perk selection. You can select a Perk immediately or save it for later.

PERKS



Perks are special abilities and enhancements to your skills. When you level up, you can select one Perk; you can also choose to save it for later. In order to select a perk, you must meet its skill requirement, and have any pre-requisite perks that it requires. For example, in order to select Destruction Dual Casting, you must first choose Novice Destruction.

1. **Perks you have chosen** (Novice Destruction)
2. **Perks available to you** (Destruction Dual Casting)
3. **Perks unavailable to you** (Impact)



Each Perk displays your current skill and the skill required to select it.

Some Perks have multiple ranks and can be repeatedly upgraded.

"The cities of Skyrim are a testament to Nord ingenuity and craftsmanship. Chief among them are Solitude, seat of the High King and capital of the province; Windhelm, ancient and honored, a jewel in the snow; Markarth, carved into the living rock itself, in ages long since past; Riften, nestled in the golden shadows of the Fall Forest, whence comes delicious fish and mead; and Whiterun, built around the hall of Jorrvaskr, home of the most noble Companions and revered Skyforge."

– Hrothmund Wolf-Heart, Nords of Skyrim

ITEMS MENU

The Items menu displays all of your items. You can filter your items by the following categories: All, Weapons, Apparel, Potions, Food, Ingredients, Books, Keys and Misc.

MENU CONTROLS

- LB/RB, ◁/▷, – Enter/Exit lists
- LT/RT, △/▽ – Cycle through lists
- A – Equip/Use/Read Item
- LT/RT – Equip Left Hand/Right Hand
- X – Drop Item
- Y – Favorite Item
- R – Examine Item
- R – Rotate Item

Carry Weight: The amount of weight you can carry before becoming overly encumbered. Your maximum carry weight is based on your Stamina attribute.

Gold: How much gold you have.

Armor Rating: The combined effects of your physical armor, active magical armor effects and any relevant Perks.

Damage: The combined damage of your current weapon or weapons.

FAVORITES

In the Items and Magic menus, you can define your favorites by selecting the weapon, armor, spell or item you want to mark and pressing Y.

While playing the game, you can pull up your favorites list by tapping △ or ▽. Then you can then cycle through the list with △ and ▽, equip or use items or spells with A or LT/RT, and quickly swap weapons between your left hand (LT) or right hand (RT).

You can also assign primary and secondary Quick Keys by holding ◁ or ▷ on items in the favorites menu. Swap between the two items during gameplay by tapping ◁ or ▷.

MAGIC MENU

SPELLS

Successfully casting spells will raise your skill in that spell's school. You can buy new spells from vendors or learn them from Spell Tomes you find in the world.

POWERS

Tap RB to use an equipped power. Each race starts with a unique power; you may acquire additional powers over the course of your adventure. Only one Power can be equipped at a time, and most can only be used once per day.

SHOUTS

Shouts are special combinations of dragon language that produce powerful effects. Hold down RB to use an equipped shout. The longer you hold it down, the more words of a shout are used, and the more powerful the shout. You can only have one power or shout equipped at a time.

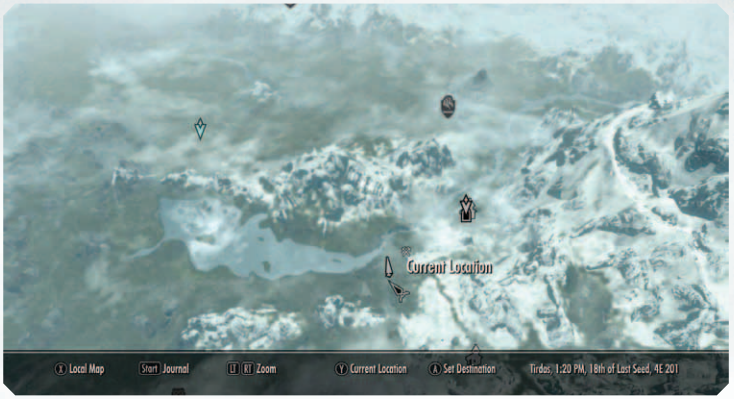
After using a shout, you must wait before shouting again. Your compass will flash while recharging. When your compass stops flashing, you can shout again.

The individual words of each shout must be learned by finding Word Walls in the world. After learning a word, you must unlock it with a dragon soul before you can use it. Dragon souls are absorbed by slaying dragons.

"Far too often, noble visitors from Cyrodiil see little more of Skyrim than the view from their carriage. To be sure, this coarse, uncivilised province is far from hospitable, but it is also a place of fierce, wild beauty, with grand vistas and inspiring natural wonders awaiting those with the will to seek them out and the refinement to truly appreciate them."

– Marcius Carvain, An Explorer's Guide to Skyrim

MAPS AND FAST TRAVEL



WORLD MAP

The world map shows you the entire province of Skyrim. Use the L to move around the map, LT / RT to zoom in and out, and Y to re-center the map to your current position.

Your Position: The arrow shows your position on the map and the direction you are facing.

Quest target(s): Your Active Quest Target(s) are determined by which Quests are active.

Custom Target: You can place this marker by pressing A.

FAST TRAVEL

Highlight a location on the map and press A to fast travel. You cannot fast travel from interiors or while in combat. When you fast travel, time will move forward depending on how far you go. If you have a horse, it will fast travel with you. When traveling to cities, your horse will be placed in the nearest stable.

Discovered Location: Lightened markers can be selected for fast travel.

Known Location: Darkened markers are known to you, but cannot be selected for fast travel until you have visited them.

JOURNAL

Press START and use LT / RT to access Quests, Stats, and the System menus.

QUESTS

To set a quest as active, select it and press A. Activating a quest adds its quest target(s) to your compass and your world and local maps.

The Miscellaneous category includes special objectives that might lead to new quests, locations and rewards.

SHOW ON MAP

Pressing X opens the world map and displays the location of the quest target.

GENERAL STATS

General Stats displays information about your character's progress through the game.

SYSTEM MENU

SAVE
Manually save your game at any time.

LOAD
Select from a list of previously saved games.

SETTINGS

GAMEPLAY
Using this menu, you can adjust the game difficulty (how hard combat is), change the look sensitivity, invert the Y axis, change the autosave settings, and enable or disable vibration.

DISPLAY
Brightness and HUD Opacity can be adjusted in this menu. You can also toggle the crosshair, dialogue subtitles and general subtitles.

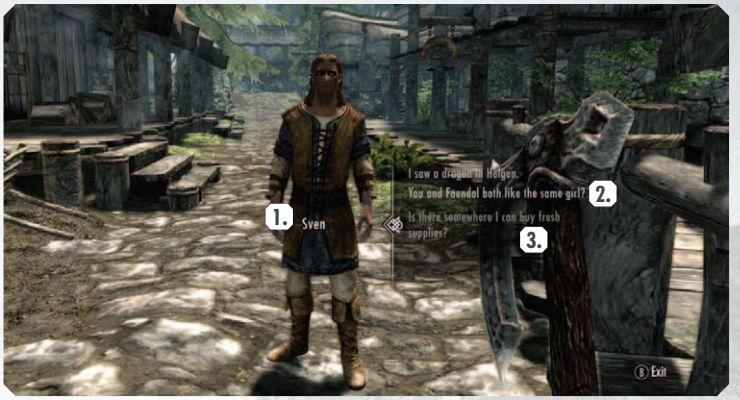
AUDIO
Use this menu to adjust volume levels.

CONTROLS
In this menu you can reassign the game's controls.

HELP
This menu provides additional instructions on how to play the game.

QUIT
Exit to the main menu.

DIALOGUE, BARTERING AND HIRELINGS



DIALOGUE

To speak to someone, press A. To exit a conversation, press B.

1. **Character Name**
2. **Topics you have not discussed**
3. **Topics you have discussed**

DIALOGUE OPTIONS

The list of topics you can discuss with this person. You may need to scroll down to reveal additional options. Asking about certain topics may reveal more dialogue options. Lightened dialogue options indicate topics you have not discussed yet. Darkened dialogue options mean you have already discussed this topic, though it may still contain other topics within it.

Sometimes you need to get information from a character. Special dialogue options will appear including:

Persuade: Convince a character to tell you something with your speech alone. A higher Speech skill grants a greater chance of persuasion.

Intimidate: Forcefully persuade a character to talk. Success is based on your Speech skill and level.

Bribe: Coax a character into talking with a sum of gold.

Brawl: Engage in a fistfight with the character; win and get the information you need. While neither of you can die in a fistfight, if you use a weapon, the fight will turn into live combat with any associated crime.

SKILL TRAINING

For a price, some characters can train you to improve your skills. There are a limited number of these characters for each skill, and few can teach the skill at higher levels.

BARTERING

Choosing to barter will display both your inventory and the vendor's inventory. Items above the divider line belong to the vendor; items below the line belong to you.

Select any item(s) you want to purchase from the person and press A to buy them. You can also sell your items to the vendor by selecting them from your inventory and pressing A. Vendors will only buy items of the kind they sell, so not all of your items may be listed.

The prices you buy and sell items at depends on your Speech skill and perks. Trading increases your Speech skill.

HIRELINGS AND FRIENDS

You will find hirelings in taverns through the world who you can hire to fight with you. Each hireling has their own combat specialty, and you can give them orders. They can also carry items for you.

Sometimes friends will allow you to take items from their inventory as gifts, or agree to join you on your journey. You can sometimes give them gifts in return.

COMMANDING FOLLOWERS

Target your follower, then press and hold A to enter the command state. You can then tell your followers to:

- **Wait at a specific spot on the ground**
- **Use an object in the world, such as a lever or chair**
- **Attack an enemy**
- **Open a locked door or container**
- **Pick up items in the world**

Not all followers can be commanded, and some may be unable to carry out certain commands. Be warned that guards will find you responsible for crimes that your followers commit.

COMBAT

For even the most skilled adventurer, Skyrim is a dangerous place. Learning the basics of battle is essential to your survival.

WEAPONS

There are many types of weapons in Skyrim. The damage you do depends on the weapon itself, your skill, and any pertinent Perks. Heavier weapons take longer to swing, and may do less damage over a period of time than a faster weapon. Heavier weapons also slow you down while moving.

MELEE ATTACKS

There are two types of attacks: Basic Attacks and Power Attacks. To perform a Basic Attack, tap RT. To perform a Power Attack, hold down RT. Power Attacks take stamina to perform, but do double damage. Power attacks also have a chance of staggering your opponent, allowing you to perform extra attacks. Heavier weapons drain more Stamina when power attacking than light ones.

ARCHERY

To attack with a bow, hold RT to draw the bowstring to full extension, then release RT to fire the arrow. The more you pull the string back, the more damage you will do. You can cancel a shot by pressing X. You can select Perks under the Archery Skill to gain abilities like zooming in or slowing down time. These are done by holding LT while you have an arrow drawn.

ONE-HANDED AND TWO-HANDED WEAPONS

Certain weapons like daggers, swords, maces, and war axes, are one-handed weapons, and can be used with a shield or dual wielded. Other weapons, like battleaxes, greatswords and warhammers require two hands and cannot be used with a shield or dual wielded. Two-handed weapons are slower, but do more damage.

BLOCK

To block, hold LT. A shield or weapon block reduces the damage you take. Shields are more effective at blocking than weapons. To bash with your shield or weapon, hold LT and tap RT. Bashing uses Stamina and staggers an opponent, giving you an opening to strike. You can also select a Perk to gain Power Bash, a stronger bash attack which is performed by holding RT while blocking

ARMOR

Each piece of armor you wear adds to your overall protection, or Armor Rating. The higher your Armor Rating, the better you are protected. The amount of protection you receive from armor depends on the armor itself, your skill with that armor's type, and any relevant Perks you've selected.

YIELDING

If you get into a fight with a friend or a guard, you can yield by sheathing your weapon. If your opponent is willing, he will stop the fight.

"Block, counter, bash! Hit them when they're down! They'll show no mercy, so why should you? Battle is about the offense, about catching your foe early and never relenting."

– Eduardo Corvus, Killing - Before You're Killed

SNEAKING, PICKPOCKETING AND LOCKPICKING

SNEAKING

Toggle sneaking by holding down L. Sneaking allows you to pickpocket, as well as carry out stealthy and powerful attacks. Your stealth state is displayed when you crouch:

When the sneaking reticle is fully open, you can be detected.

When the sneaking reticle is halfway open, you are in danger of being detected.

When the sneaking reticle is fully closed, you are hidden.

When the eye opens fully and the reticle displays "DETECTED" it means that a nearby enemy has detected you and is about to attack. When the eye closes fully and the reticle displays "HIDDEN" it means that all nearby enemies have lost track of you and will stop searching.

How stealthy you are is affected by many factors:

- **Your Sneak skill only helps you when you are crouching.** The higher your Sneak skill, the easier it is to remain undetected. Increase your Sneak skill by staging successful stealth attacks, or by sneaking within range of a target. There are a number of Sneak perks that grant additional stealth bonuses.
- **Line of sight:** An enemy is much less likely to detect you if he can't see you.
- **Darkness:** You are harder to see in darker areas.
- **Movement:** You are hardest to detect when motionless, and easiest to detect when running.
- **Sound:** Two-handed weapons make the most noise. One-handed weapons are quieter; daggers and bows are silent. Casting spells makes both sound and light. Heavier armor makes more noise when moving.

Attacking an enemy that has not detected you grants a damage bonus, the amount of which depends on the weapon and can be increased through perks.

Enemies will react to sounds in the environment, like arrow impacts or traps. You can sometimes use this to your advantage to lure an enemy out of position.

PICKPOCKETING

You must be sneaking to pickpocket. Approach the target and activate them to bring up their inventory. Select an item to steal it, or an item from you inventory to plant it on them. If you are successful, the item will be added to your inventory. If you are detected while pickpocketing, a crime will be reported and you will not take the item.

The higher your Pickpocket skill, the lower the chance you'll be caught. Just looking at a character's inventory is not a crime.

LOCKPICKING

Use R to rotate the lock and L to rotate the lockpick. When the lockpick is rotated, the closer it is to the correct position, the more the lock will rotate before the lockpick breaks. Only when the lockpick is in the correct position will the lock fully rotate and open.

CRIME AND PUNISHMENT

CRIMES, BOUNTIES AND JAIL

The following actions are considered crimes and are reported if you are detected: Stealing items or horses, pickpocketing an item, picking a lock, trespassing, starting a fight (defending yourself is not a crime), or killing a non-aggressive character.

When a crime is reported, a Bounty is placed on your head for the city or town you are in. The amount of the Bounty depends on the seriousness of the crime you commit.

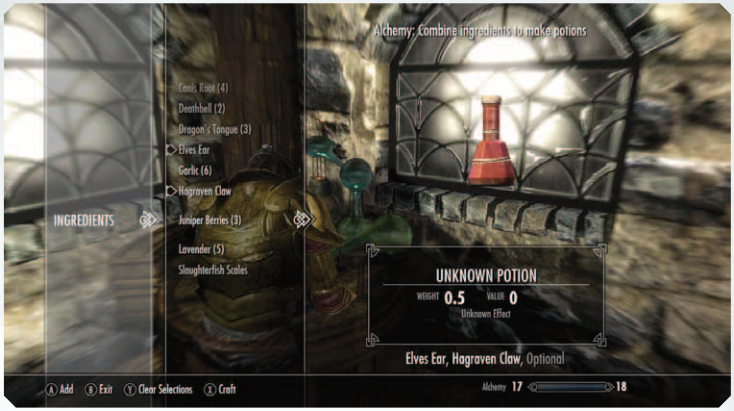
Anyone that sees you commit a crime will become a witness. If you manage to eliminate all witnesses to a crime shortly after it has been committed, the Bounty will not take effect.

With a Bounty, guards will approach and arrest you. If you run, they'll come after you. If you escape to a different city or town where you do not have a Bounty, the guards there will ignore you.

If you are caught by the guards, you typically have the following options:

- **Pay off your Bounty and avoid jail.** Any stolen items in your inventory will be removed, including items you stole while undetected.
- **Resist arrest.** Guards will attack you if you resist. If you escape, the Bounty will remain on your head in that city or town, and guards will try to arrest you if you return. If you yield by sheathing your sword, the guards may stop attacking you depending on your reputation, though they will still arrest you.
- **Go to jail and avoid the fine.** If you go to jail, you can attempt to pick the lock of your jail cell and escape undetected. To serve your time, activate the bed in your cell and you will appear outside when your time is served. Your progress towards skill increases is lost depending on how long your sentence is.

ALCHEMY



Alchemy ingredients can be found all over Skyrim. Potions and poisons are created by mixing ingredients together that share a common effect at Alchemy Workbenches. Potions are consumed by your character to grant positive effects, while poisons are applied to your weapons to add additional poison damage.

The higher your Alchemy skill, the more powerful potions and poisons you can create. You raise your Alchemy skill by eating ingredients and creating potions and poisons.

All ingredients have four different effects. Discover the first effect by eating the ingredient, and experiment with combining ingredients to discover the remaining effects. If a potion or poison fails, the ingredients had no effects in common. You can also gain Perks that allow you to discover more effects by eating.

"The troll might be dead, but your job isn't finished just yet. Let the flames die down and then examine the troll's corpse. If you're lucky, you'll find some fat deposits that will fetch a good price in an apothecary's shop. In fact, if you've got a knack for alchemy yourself, you can boil the fat down for use in all manner of potions and tonics."

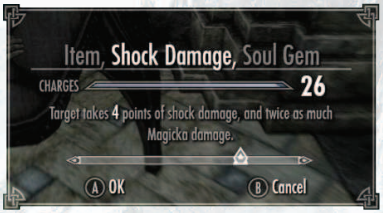
– Finn, Troll Slaying

ENCHANTING

Enchanting: Choose an item to destroy and learn its effects, or combine an item, effect, and soul gem to create magic items
Disenchant
Item
Enchantment
Soul Gem
Elven Boots of Dwindling Frost
Elven Bracers of Major Archery
Ring of Major Wielding
Ring of Wielding
Light Armor
ELVEN BRACERS OF MAJOR ARCHERY
ARMOR 16 WEIGHT 1 VALUE 70
Bows do 25% more damage.
A Learn B Exit
Enchanting 15 16

Enchanting is the art of applying magic effects to armor and weapons. To create an enchanted item, you need a learned enchantment, a filled soul gem, and an equipable item that has no enchantment. The higher your Enchantment skill, the better the enchanted item.

Enchantments are learned by destroying enchanted items. Take enchanted items to an Arcane Enchanter to destroy them.

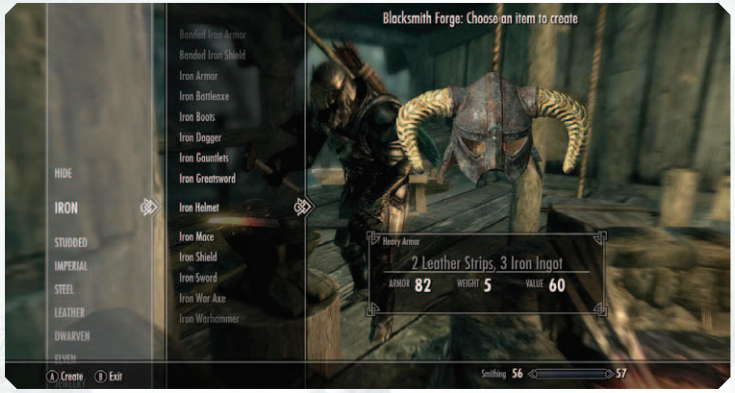


You can find filled soul gems in the world, or create them by using the Soul Trap spell to capture a creature's soul in an empty soul gem.

Some enchantments can only be placed on weapons, while others can only be placed on worn items, or particular kinds of worn items. Weapon enchantments use up charges with each hit and need to be recharged when drained. The power slider and size of the soul in the soul gem determines how many charges the enchanted weapon will hold.

Worn item enchantments are permanent and do not require recharging.

SMITHING



Use forges to create new weapons and armor. The higher your Smithing skill, the better weapons and armor you can forge. Raise your Smithing skill by creating or improving weapons, armor, training or reading skill books.

Creating weapons and armor requires components that can be found in the world like iron or steel, as well as knowledge of how to create an item. To unlock new weapon and armor options, choose Perks from the Smithing skill constellation.

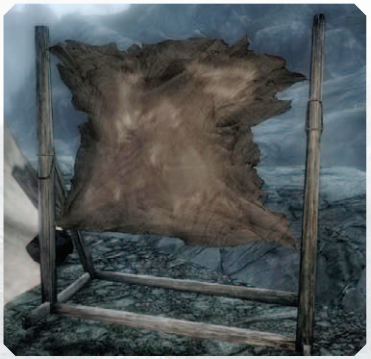
Grindstones: The grindstone improves the damage of weapons. To sharpen a weapon, you need the appropriate materials. The amount of improvement depends on your Smithing skills and perks.

Workbenches: Use workbenches to improve an item's armor rating. You need components to help upgrade your armor. The amount of improvement depends on your Smithing skill and Perks.

SMELTING, TANNING AND COOKING

SMELTING

Raw ore can be found throughout the world, primarily in mines. At a smelter, you can smelt this ore into metal ingots, which are needed to forge weapons and armor.



TANNING

Tanning racks dry animal hides into raw leather. The larger the animal, the more leather a hide will yield. Raw leather is cut into leather strips, which are used as components for creating armor and weapons.

COOKING

Cooking pots allow you to prepare food items that provide various temporary effects. Each recipe requires specific culinary ingredients that can be found throughout Skyrim.

HORSES, HOUSES, BOOKS AND CONTAINERS

HORSES
To ride a horse, approach it and press A. To gallop, hold LB. Press A while riding to dismount. To purchase a horse, visit stables outside any major city. When you fast-travel to a city, your horse is left for you at the local stable outside the city gates.

HOUSES FOR SALE
Houses are for sale in each major city. Once you purchase a house, you can furnish it. Talk with the Jarl's steward in each major city for more information.

BOOKS AND OTHER DOCUMENTS
When you activate a book or document, you can read it. Afterward, you can put it back (B) or take it (A). Use L/R or LT/RT to flip back and forth through a book's pages.

Skill Books improve your skills the first time you read them. Spell Tomes teach you spells, and are consumed when you read them.

CONTAINERS
Containers are chests, crates, barrels, dressers, boxes, dead bodies or creatures, and more. To open a container, press A. If the OPEN text is red, the items inside are owned by someone else.

WARNING! Do not leave things in containers you do not own! They may not be there when you come back for them. Buying a house is one way to own containers.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to ***www.xbox.com/live*** to learn more.

CONNECTING
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to ***www.xbox.com/live/countries***.

FAMILY SETTINGS
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to ***www.xbox.com/familysettings***.

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